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CLAIMS

1. A method for holding lotteries, as well as other events related, for example, to education, comprising the steps of:

using by its participants (3) memory devices (4) having input/output means and intended for recording an information at determined moments; and

computing said moments at data collection center (10) or subscriber location (12) after reading of timer (27) data thereat, which data are stored in memory (26) of memory means (4), and reading of data produced by timer (27) during reading thereof;

characterised by the steps of:

determining (41, 49, 50, 53), within a predetermined time span, one or more temporal parameters of the data produced by timer (27) at the moment when they are read by means (10, 12); and said moments of recording of a hypothetical information being computed (48, 52, 55) by computing the algebraic sum between the current time of reading of information from memory (26) and a member comprising particular one, or more temporal parameters, and the difference between the timer (27) data stored in the memory device and the data produced by timer (27) at the moment when they are read by said means.

2. The method for holding lotteries as claimed in claim 1, characterised in the step of determining (41, 49, 53) the average rate of change of the data produced by timer (27) at the moment when they are read by means (10, 12), and moments of recording the hypothetical information being computed (52) by computing the difference between the current time of reading information from memory (26) and a member consisting of the ratio of said difference between the timer data and the determined data change rate.

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3. The method for holding lotteries as claimed in claim 1, characterised in that, before recording of the hypothetical information, the average change rate of the data produced by timer (27) is determined (41), and these data are read, and the moments of recording of the hypothetical information being computed (48) by computing the sum between said current time of reading and a member consisting of the ratio of said difference between the timer data, taken with the minus sign, and the determined data change rate.
4. The method for holding lotteries as claimed in claim 1, characterised in determining (50) the average time interval between the current data produced by timer (27) during the time of their reading by means (14), and the moments of recording of the hypothetical information being computed by computing the difference between the current time of reading information from memory (26) and a member consisting of production of said difference between the timer data and the determined average time interval.
5. The method for holding lotteries as claimed in claim 1, characterised in determining (41), before recording of the hypothetical information, the average time interval between the current data produced by timer (27) during a determined time period of their reading by means (14); and the moments of recording of the hypothetical information being computed by computing the sum between said current time of reading and a member consisting of production of said difference between the timer data, taken with minus sign, and the determined average time interval.
6. The method for holding lotteries as claimed in claims 2 or 3, characterised in determining (53) the average data change rate by way of computing, by means (13, 21), of the

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ratio of the difference of the timer current data and the difference of their current times of reading.

7. The method for holding lotteries as claimed in claims 4 or 5, characterised in determining (53) the average time interval between the data by way of computing, by means (13, 21), of the ratio of the difference of the current times and the difference of the timer current data read in the corresponding current time.
8. The method for holding lotteries according to any one of claims 1 - 7, characterised by increasing (72) the computed information recording time by a value associated with an error of computing of said time.
9. The method for holding lotteries according to claim 8, characterised in determining (61) one of the constituents of said error after multiplying a relative error of temporal parameters of the timer (27) data and the difference of its recording and reading data.
10. The method for holding lotteries according to claim 9, characterised in determining (65) a relative error of temporal parameters of timer (27) by computing (64) their maximal difference.
11. The method for holding lotteries according to claim 10, characterised in affecting (63) memory device (4) by external factors.
12. The method for holding lotteries according to claim 9, characterised in determining (70) the error by analysing comparison (69) of moments of recording (67), in memory device (4), of a reference information, which moments have been computed (68) on the basis of the timer (27) data and stored at data collection center (10, 12).

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13. The method for holding lotteries according to any one of claims 1-12, characterised in storing, at the information recording moment, a code number of the timer; recording moments being computed (48, 52, 55) after computation of the difference between these code numbers and the corresponding timer (27) data at the moment when they are read.

14. The method for holding lotteries according to any one of claims 1-13, characterised in storing the data supplied from timer (27) at the moment of simultaneous storing (99) of all information relating to a corresponding drawing version, which version can comprise the event code, data on the hypothetical information, and a stake, for example money stake.

15. The method for holding lotteries according to claim 14, characterised in presetting (98), by way of an action exerted on input/output device (29), the number and parameters of the variants intended for simultaneous storing in memory device (4).

16. The method for holding lotteries according to claim 15, characterised in presetting (98), by way of action exerted on input/output device (29), an algorithm for forming variants.

17. The method for holding lotteries according to any one of claims 14-16, characterised in checking (95) of correctness of information generation; for the information that did not conform with the checking, a signal for prohibiting its recording in internal memory (26) of memory device (4) being generated.

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18. The method for holding lotteries according to any one of claims 14-16, characterised in forming (93) a game area that corresponds to that of the held event.
19. The method for holding lotteries according to claim 18, characterised in forming (93) a game area corresponding to that indicated in «Bingo» lottery tickets.
20. The method for holding lotteries according to claim 18, characterised in forming (93) a game area corresponding to that of «Russian Lotto» lottery ticket pattern.
21. The method for holding lotteries according to claim 18, characterised in forming (93) a game area corresponding to that of roulette game.
22. The method for holding lotteries according to any one of claims 18 - 20, characterised in automatically forming (93) a game area corresponding to the code of a held event.
23. The method for holding lotteries according to claim 18, characterised in automatically forming (93) a game area corresponding to the data extracted by decoder (23) from a signal received by receiver (22).
24. The method for holding lotteries according to any one of claims 14 - 23, characterised in inputting (101), into memory device (4), true information and also conditions (102) for determining a win, and after comparing the true information with the information stored in memory (26) that relates, according to the win determination conditions, to a given event, performing (103) analysis of the information on the basis of its coincidence with the true information.

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25. The method for holding lotteries according to claim 24, characterised in formation (4) of variants based on said comparison.
26. The method for holding lotteries according to claim 24, characterised in that, on the basis of the analysis results, an amount, a money amount for example, is recorded (104) in memory (26) after memory device (4) has received an encoded signal; time of transmission of said signal and also value of the amount being stored at data collection center (10, 12), and at the moment when the amount is recorded in memory (26) the timer (27) data being stored.
27. The method for holding lotteries according to claim 26, characterised in receiving the encoded signal by receiver 22 and encoder 23.
28. The method for holding lotteries according to claim 26, characterised in receiving the encoded signal via one of the input/output devices (29), the encoded signal being formed by means (13, 21) implemented in the form of a cash register.
29. A system for holding lotteries, setting up a sport totaliser, and also for holding other events, having a source (1) of true information, for example the known per se lototron, said system being adapted to predict the information from said source by recording its hypothetical result in memory devices (4) that are independent from communication means, have timer (27) and indicator (31), and comprising information processing means (13, 21), characterised in comprising at least one means (14) for measuring temporal characteristics of the data produced

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by timer (27) that is connected to information processing means (13, 21).

30. The system for holding lotteries as claimed in claim 29, characterised in that the temporal characteristics measuring means is implemented as a frequency meter.

31. The system for holding lotteries as claimed in claim 29, characterised in comprising external effects generating means (15).

32. The system for holding lotteries as claimed in any one of claims 29-31, characterised in that timer (27) comprises at least one master oscillator (33) coupled to inputs of a plurality of meters (34) connected to control unit (32).

33. The system for holding lotteries as claimed in any one of claims 29-31, characterised in that indicator (31) is implemented as panel (87) whose external side has lines applied thereon such that on said panel either a pattern of a card of a relevant lottery type, for example «Bingo» lottery, or a game area of any other event, for example «roulette» game, is formed.

34. The system for holding lotteries as claimed in any one of claims 29-31, characterised in that a lototron that performs the true information source (1) functions includes drum (74) adapted to being rotated by a first controlled drive (80) about fixed axle (77), and a device for picking up balls (75) disposed inside drum (74), which device comprises guide (76) fitted on axle (77) and coupled, in turn, to a second controlled drive.

35. The system for holding lotteries as claimed in claim 34, characterised in that said first and second controlled

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drives are coupled to information processing means (13,
21).

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